```
Alexander Hay
ME333 - Mechatronics
Chapter 7, 1-2
Chapter 8, 1
Chapter 9, 1
Chapter 10, 1-2
```

7.1 False

8.1

9.1

10.1

AD1CON1bits.SRCC = 0x111; AD1CON1bits.ASAM = 0; AD1CON1bits.ADCS = Tad = 6*Tpb = 75ns Tsamp = 2*Tad = 150ns

"if an input pin is not connected to anything, we cannot be certain what the input will read." pg. 116

7.2 a Pin 2 will most likely have an external pull-up resistor. 500 Ω -100k Ω . At 5V, currents below 50 μ A will not be read as logic high. 10mA is the most current the pin can receive at 5V. 9V 900 Ω

```
b
      AD1PCFG = 0 \times 1E;
      TRISBbits.TRISB1 = 0;
      TRISBbits.TRISB2 = 0;
      TRISBbits.TRISB3 = 1;
      TRISBbits.TRISB4 = 1;
                                       // does this do the same thing?
      TRISB = 0x18
      ODCBbits.ODCB1 = 0;
      ODCBbits.ODCB2 = 1;
      ODCBbits.ODCB3 = 0;
      ODCB = 0x4;
      CNPUEbits.CNPUE4 = 1;
      CNCONbits.ON = 1;
      CNENbits.CNEN3 = 1;
T3CON = 0 \times 8060;
PR3 = 0x4E1F;
 f_{pwm} = 80,000/2^n
 RC = f_{pwm}/(80 \pi)
```

```
10.2 unsigned int adc_sample_convert(int pin) {
                                                     // sample & convert the value
                                                     // on the given
                                                     // adc pin the pin should be
                                                     // configured as an
                                                     // analog input in AD1PCFG
           unsigned int elapsed = 0,
           finish time = 0;
           AD1CHSbits.CH0SA = pin;
                                         // connect chosen pin to MUXA for
                                         // sampling
           elapsed = _CP0_GET_COUNT();
           finish_time = elapsed + 10;
                                         // 10 core timer ticks = 250 ns
           while ( CPO GET COUNT() < finish time) {
                                         // sample for more than 250 ns
           }
                                         // read the buffer with the result
           return ADC1BUF0;
     }
```